SMACKDOWN!

JUST BRING IT

INSTRUCTION MANUAL

TEEN
T
CONTENT RATED BY ESRB

THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

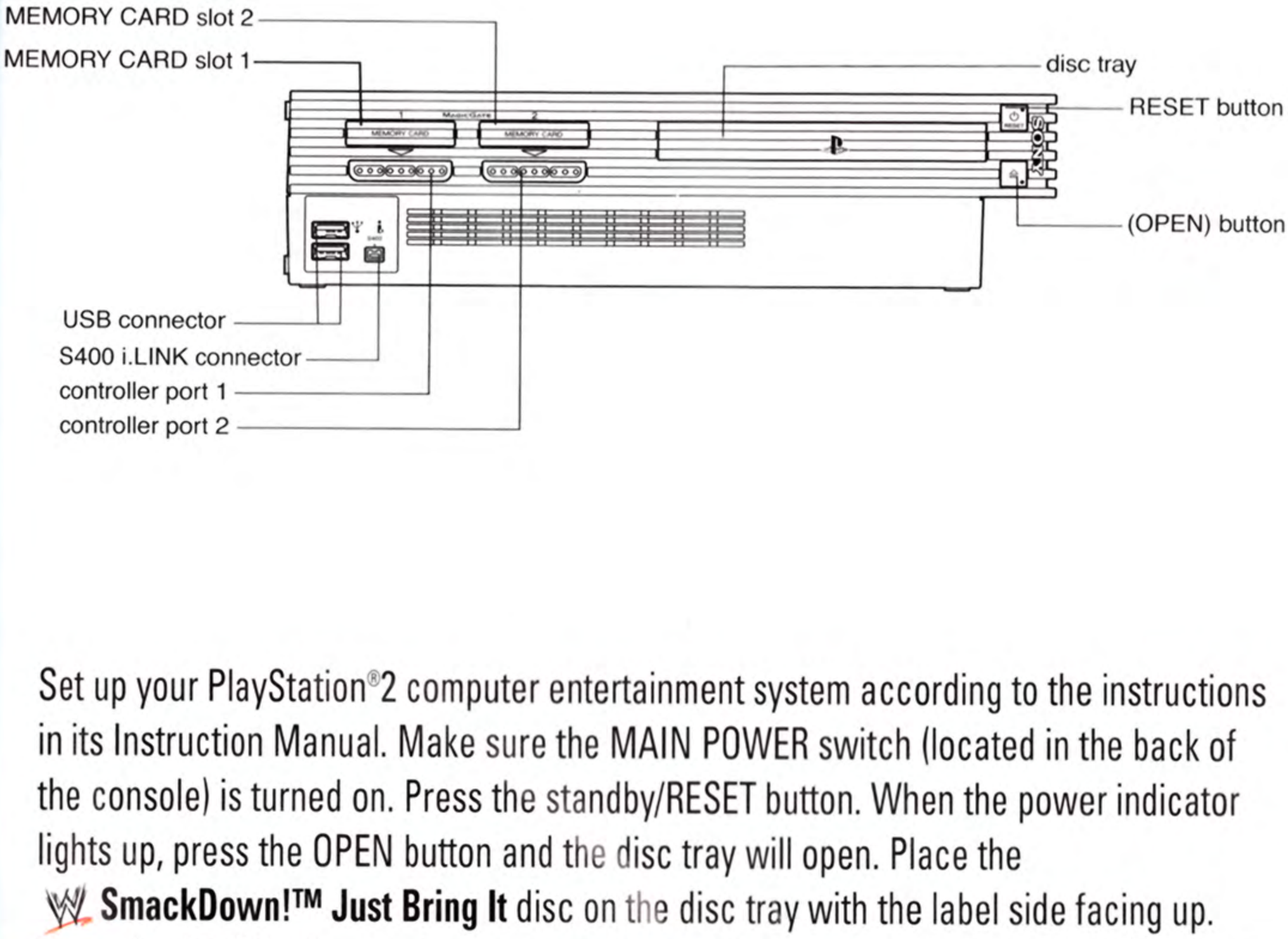
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Controls	3
Game Screen	5
Advanced Controls	6
Exhibition	12
Single	12
Tag	12
6 Man Tag	12
Handicap	12
Royal Rumble®	13
King of the Ring®	13
Hardcore	13
Falls Count Anywhere	13
Survival	13
Special	14
Story Mode	16
Create Mode	17
Theater	20
Options	21
Saving & Loading	23
Credits	24
Notes	26
Limited Warranty	29

GETTING STARTED

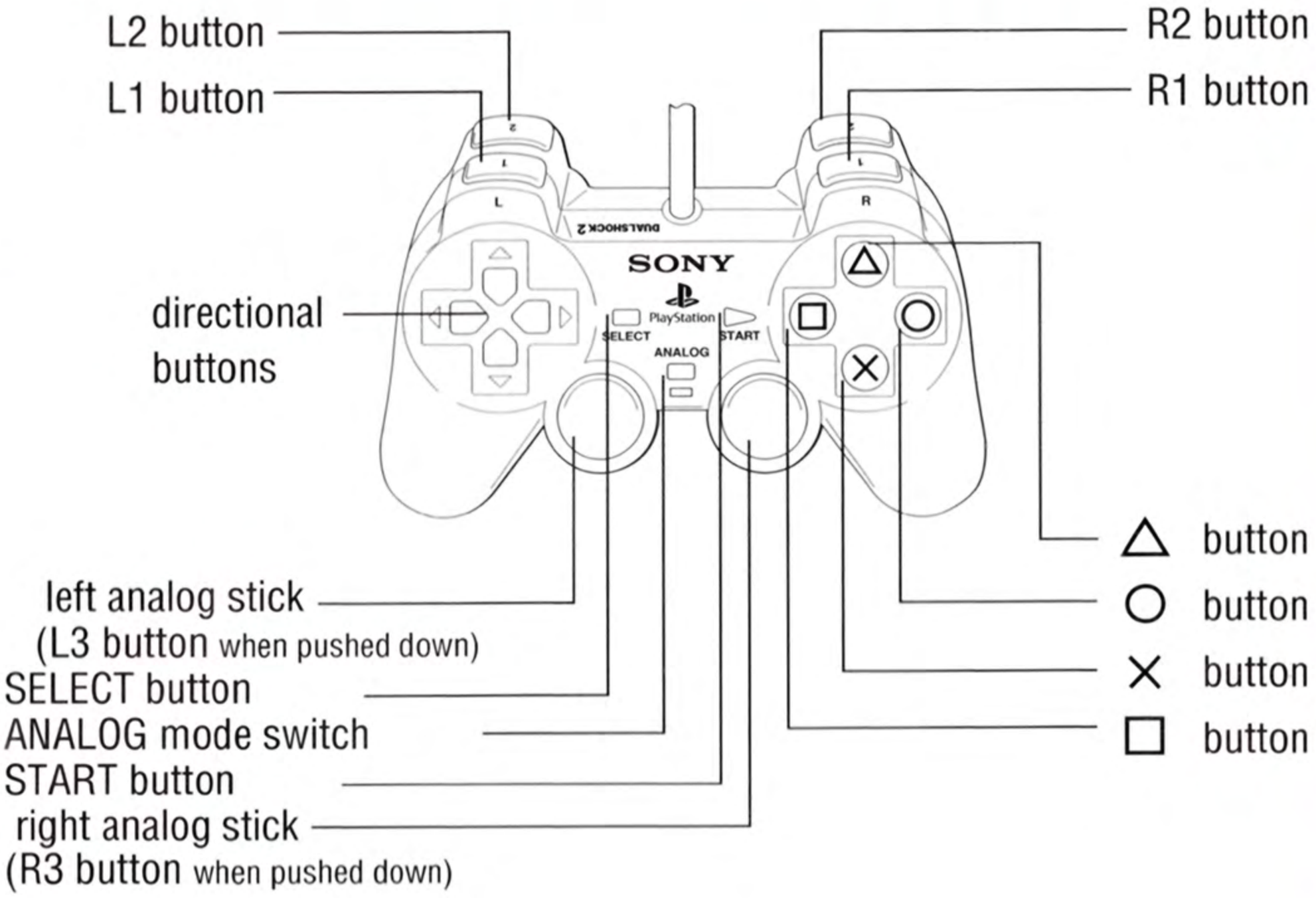


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **SmackDown!™ Just Bring It** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation 2. You can load saved game data from the same card, or any memory card containing previously saved **SmackDown!™ Just Bring It** games. For more information, see SAVING AND LOADING on page 23.

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

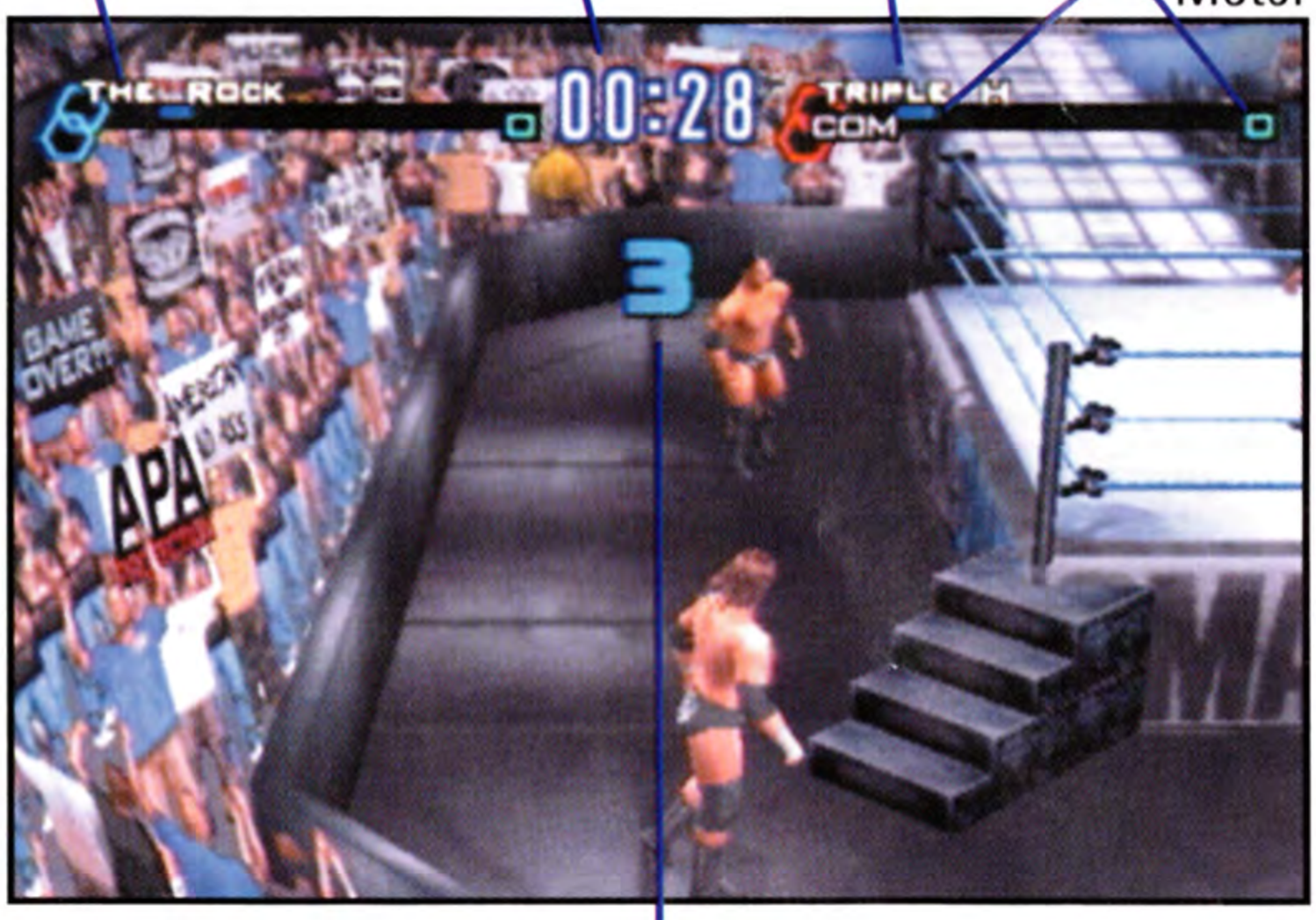


Menu Controls

Action	*Control*
Highlight menu options	directional buttons
Confirm selection	⊗ button
Previous menu	△ button

Basic Controls

Action	*Control*
Control Superstar	directional buttons
Striking attack	⊗ button
Grapple moves	◎ button + directional buttons
Irish whip	◎ button
Block striking attacks	▣ button
Counter attack	▣ button + directional buttons
Throw weapon	▣ button (with weapon)
Run	△ button
Dive through opponent's legs	△ button + ▣ button
Dive over/through ropes	△ button + ▣ button + ⊗ button
Commando roll	△ button + L2 button
Primary taunt	L2 button
Secondary taunt	L2 button + directional buttons
Pick up weapon	R1 button
Kick out of pin	R1 button (while pinned)
Climb turnbuckle	R1 button + directional buttons
Focus on a different opponent	R2 button
Focus on nearest opponent	R2 button (hold)
Pause the game	START button



The Game Screen

The game screen shows important information about your match. Some match types require different information to be listed, so the game screen will vary from match to match.

Player 1 Indicator

Every Superstar is given a different color, as shown next to his/her SmackDown!™ Meter. When there are eight Superstars in the ring, this makes it easier to tell who you're focusing your attack on. The Player 1 Indicator appears in the top/left corner.

SmackDown!™ Meter

The number next to the meter shows how many times you can perform a finishing move. You can set the starting and maximum number before a match. As you deliver multiple mind-numbing blows to your opponent, your SmackDown!™ Meter will begin to fill up. When the meter is completely full, the number will increase by one. To perform a finishing move, wait until your opponent is groggy. The SmackDown!™ icon will appear over the SmackDown!™ Meter – press the L1 button to deliver the final blow!

Time Elapsed

Shown at the top of the screen, be sure to watch the clock in a timed match!

Referee Count

The referee will count during a pinfall, ring out, or any other situation that calls for a disqualification. The ref's count will appear in the center of the screen.

Player 2 Indicator

The Player 2 Indicator appears in the top/right corner. When there are more than two players in the ring, the other Superstar's indicators will appear at the bottom of the screen.

Finishing Moves

Action	Control
Primary finishing move	L1 button
Secondary finishing move	L1 button + directional buttons

Note: You can only perform a finishing move when you have at least one number next to the SmackDown!™ Meter, your opponent is groggy, and the SmackDown!™ icon appears. If you select help (R1) at the character select screen you can check the situation that is needed to perform your Superstar's finishing move.

Facing the Opponent

Action	Control
Irish whip to ropes	◉ button
Irish whip to table	◉ button + R1 button
Fake Irish whip *(face opponent)*	◉ button + ◉ button
Irish whip attack	◉ button + ⊗ button
Grapple moves *(min. damage)*	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button

Facing the Opponent Cont...

Action	*Control*
Swaggered opponent *(med. damage)*	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button
Groggy opponent *(max. damage)*	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button
Striking attacks	⊗ button ⬆ + ⊗ button ➡ + ⊗ button ⬇ + ⊗ button ⬅ + ⊗ button ⬆/⬅ or ⬆/➡ + ⊗ button ⬇/⬅ or ⬇/➡ + ⊗ button

Behind the Opponent

Action	*Control*
Fake Irish whip *(behind opponent)*	◉ button + ◉ button
Rear grapple moves *(med. damage)*	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button
Groggy opponent *(max. damage)*	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button

Opponent on Mat

Action	*Control*
Force opponent to feet	◉ button
Pin opponent	⬇ + ◉ button
Upper body moves	⬆ + ◉ button ➡ + ◉ button ⬅ + ◉ button
Lower body moves	⬆ + ◉ button ➡ + ◉ button ⬅ + ◉ button
Striking attacks	⊗ button ⬆ or ⬇ + ⊗ button ⬅ or ➡ + ⊗ button

Turnbuckle Moves

Action	*Control*
Irish whip	◉ button
Opponent leaning on turnbuckle	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button
Opponent facing turnbuckle	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button
Opponent sitting in turnbuckle	directional button + ◉ button

Turnbuckle Moves Cont...

Action	*Control*
Tag Team turnbuckle attacks	⬆ + ◉ button ➡ + ◉ button ⬇ + ◉ button ⬅ + ◉ button

Running Moves

Action	*Control*
Running attacks	⊗ button directional button + ⊗ button
Running grapple moves	◉ button directional button + ◉ button
Running at groggy opponent	◉ button directional button + ◉ button

High Flying Moves

Action	*Button*
Diving attacks	⊗ button ⬆ + ⊗ button ➡ + ⊗ button ⬇ + ⊗ button ⬅ + ⊗ button

Ladder Match Moves

Action	*Control*
Pick up ladder	R1 button
Put down/Position ladder	R1 button
Climb ladder	directional button + R1 button
Climb down from ladder	R1 button
Grab belt	○ button
Dive for belt	directional button + ○ button
Diving attack from ladder	✕ button
Shake ladder *(opponent climbing)*	✕ button

Table Match Moves

Action	*Control*
Throw opponent onto table	○ button + R1 button
Attack opponent on table	○ button
Climb onto table	△ button
Diving attack from table	✕ button
Reverse/Counter when on table	directional buttons *(press quickly)*

Cage Match/ Hell in a Cell

Action	*Control*
Climb cage	directional button + R1 button
Climb down from cage	directional button + R1 button
Diving attack *(from cage)*	⊗ button
Exit cage *(Hell in a Cell match)*	△ button then ▣ button

Double Team Moves

There are two types of Double Team moves available in W **SmackDown!™ Just Bring It** – Normal and Tag Team.

Normal

During a Normal Double Team move, a run-in character will hold your opponent's arms. Approach the helpless opponent and use a Grapple move – the two Superstars will perform a stunning Double Team move.

Tag Team

To complete a Double Tag Team move, send your opponent into your teammate's turnbuckle. Now perform a Grapple move. Your Tag Team partner will tag into the match and the two of you will knock some sense into your opponent. After the move is completed, the Tag Team partner will be the legal Superstar in the ring.

Single

Go up against a CPU opponent or a friend in a Single Match. Select NO MANAGER to brawl without the aid of a valet, or WITH MANAGER to have an ally enter the ring with you.

Tag

Pit two Tag Teams against each other in a No-Holds Barred Tag Team Match! Each Tag Team can have a manager watching from ringside by choosing WITH MANAGER. In a normal Tag Match, each partner must stay on the apron until they're tagged into the ring. Select TORNADO TAG to throw this rule away, allowing each team member full access to the ring at all times.

6 Man Tag

More intense than a normal Tag Match, the 6 Men Tag Match consists of three Superstars on each team. Choose the TORNADO TAG option for all mayhem to break loose!

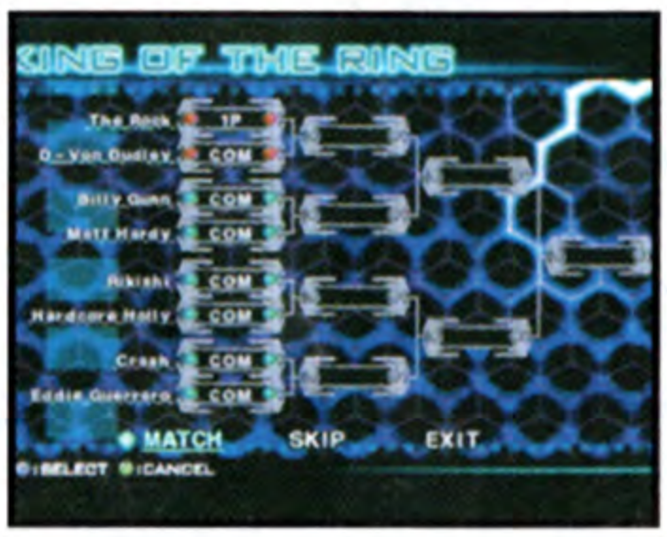
Handicap

Are you tough enough to take on two WWE Superstars™ at one time? Find out in a two-on-one Handicap Match. If you're too weak, you might want to try controlling two Superstars against one opponent.

Royal Rumble®

One of the greatest spectacles ever created, the Royal Rumble® pits up to 30 Superstars against each other as they compete for the right to be called the best in sports-entertainment. The event begins with four in the ring. As a Superstar is eliminated, a new Superstar enters the ring. The only way to eliminate an opponent is by throwing him over the top rope!

King of the Ring®



Defeat each opponent in the tournament-style brackets to become the champion.

Hardcore

Every Hardcore Match is a no-rules brawl that usually spills out of the ring (and involves a lot of weapons). Outlast your opponent for the victory!

Falls Count Anywhere

The arguments start, and end, backstage in a Falls Count Anywhere match. Follow the blue arrows to brawl in different backstage areas.

Survival

Take a Hardcore Match and add several Superstars to find yourself in a Survival Match. Take on all-comers to be the sole victor at the end of the match!

Special

Special Matches are the heart and soul of any Pay-Per-View event, if not for the huge spectacle of the match, then for the heroics of each Superstar as they battle to the bitter end. You'll need to unlock several of the Special Matches by playing through the Story Mode before you can play them here. Following is a list of Special Matches available when you begin the game:

Cage

Be the first one to climb over the top of the cage to win. If your opponent is climbing the cage, attack the chain-link wall 'til he falls!

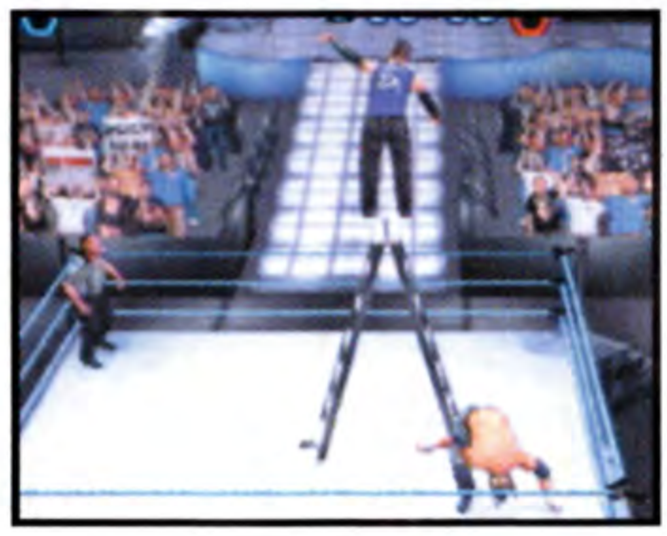
I Quit

Force your opponent to give up by forcing him to the ground, then shoving a microphone in his face! If he gives up, you win. If he doesn't, you'll have to hand out a little more punishment.

Table

To gain a victory in a Table Match, you have to KO your opponent. However, a simple KO won't work. Place your opponent on a table then attack him so hard, he'll break through the table! Turnbuckle attacks work well in a Table Match.

Ladder



The only way to win is to grab the belt that's suspended above the ring. Make sure your opponent can't interfere, then set up the ladder in the middle of the ring. Climb to the top to grab the belt (and the victory)!

TLC

The Tables, Ladders, and Chairs Match works the same way as a normal Ladder Match, except you can use the tables and chairs in the ring to knock your opponent senseless before climbing the ladder.

Special Referee

Pick a Superstar to appear as a guest referee, then control him to interfere in the action, count extremely fast or slow, or to ignore any illegal action inside the ring!

Hell in a Cell

With an added roof on the cage, you can now climb on top of it and throw your opponent through the roof for maximum damage! How do you get out of the cage? Create an opening by whipping your opponent through the cage wall!

Ironman

Pin your opponent as many times as you can for points. The Superstar with the most amount of points at the end of the time limit wins.

3 Stages of Hell

Battle through a series of special matches to come out victorious! The Superstar that wins two out of the three matches, wins.

Slobber Knocker

Eliminate as many opponents as you can in the time limit.

STORY MODE

More in-depth than ever before, the Story Mode in **SmackDown!™ Just Bring It** gives you what you've always wanted – complete control! Choose your fate and battle through the daily grind of a full World Wrestling Federation® season. Only Vince McMahon™ or any one of your enemies can interfere with your chosen path, twisting a glorified fate of power and glory into a road to ruin. Defeat every challenge and knock down every obstacle on your road to the Championship!™

Continue

Load a previously saved season from a memory card to continue the action!

New Game

Choose a Superstar and begin a new season in Story Mode. If a Superstar holds a title, the belt will appear beneath his or her picture while on the Superstar Select screen.

Title

View a list of recent Title Holders for each belt. The current champion is always shown at the top of each list.

Hidden

Unlock hidden items by defeating opponents, and by winning and defending each belt.

Create a Superstar

Create a new Superstar and alter every aspect of his appearance, moves, taunts, mannerisms, weapons, and fighting style.

Appearance

Create a NEW Superstar, EDIT an existing created Superstar, DELETE a created Superstar from your memory card, or COPY him from one memory card to another.

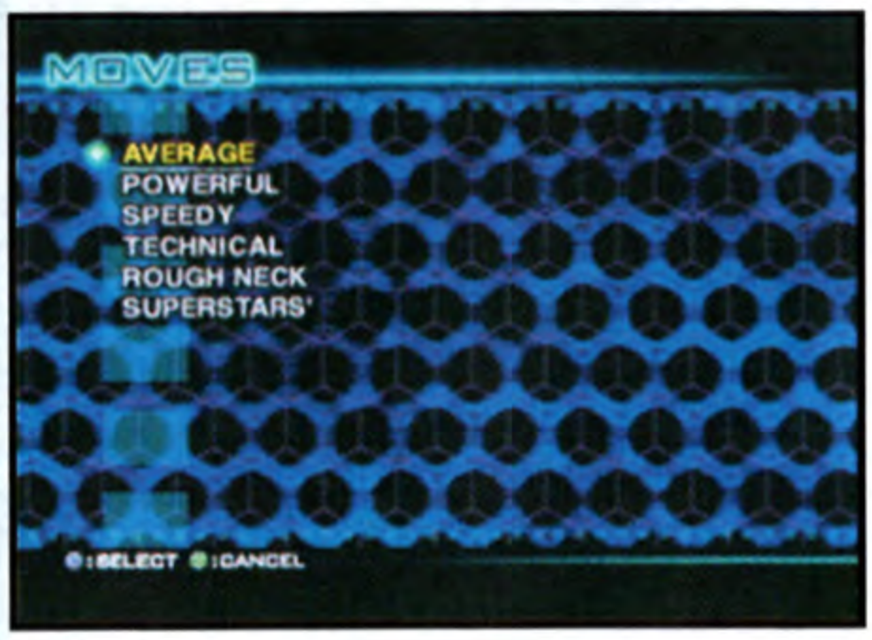
After selecting NEW, you can build a new Superstar from head to toe using the following categories:

- **Appearance** – After selecting a body type (male or female), add style and class to your Superstar's appearance!
- **Profile** – Give your Superstar a name, ring name, and biography. You can even choose the signs the crowd will bring to the stadium!
- **Personality** – Determine three characteristics that will effect how your Superstar performs in each situation.
- **Ability** – Assign over 140 points to different ability techniques. The more points you give to an ability, the better moves you can perform within that category. For a more balanced attack, choose AUTO SETTING and select a category.
- **Moves** – Choose a category of moves your Superstar will be able to use in the ring. Select SUPERSTARS to use any existing Superstar's move list.
- **Logic** – Decide if your Superstar will be known more for his vicious Attacks, Grapple moves, Aerial assaults, Ground submission holds, or Hardcore moves.

Note: The MOVES category above only selects a technique for your Superstar. After your Superstar's appearance is complete, select MOVES from the Create A Superstar Menu to assign his or her actual moves to specific button commands.

Moves

Change a WWE Superstar's™ repertoire of moves or customize your own, created Superstar's move list.



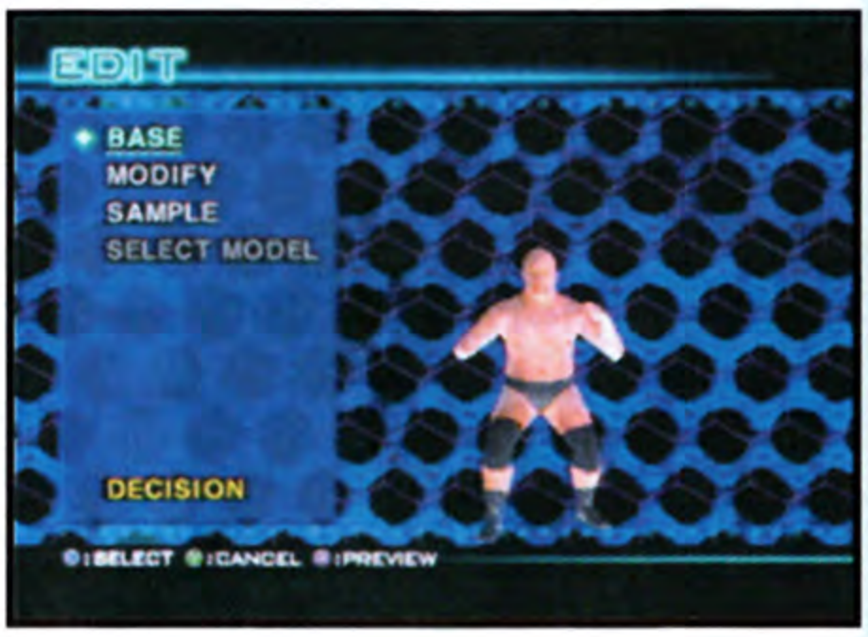
Choose a Superstar then select a category of moves/taunts to edit. Select DEFAULT to change all the moves to their original settings. Select AUTOSETTING to change a Superstar's strengths, giving him a different set of moves he would be able to perform.

Now highlight the move you would like to change and press the ⊗ button. Select the new move from the list on the right, to replace the old move, and press the ⊗ button again. Press ←/→ to view moves from a different category.

Select DECISION to continue editing the Superstar's moves. Press the △ button to cancel, restoring the moves to their default settings.

Create a Taunt

As with the Create a Superstar mode, you can choose NEW, EDIT, DELETE, or COPY. After selecting NEW, you can create your own taunts using the following options:



Base

Choose a series of base taunts to string together to begin the process. You can add up to four basic taunts in a row.

Modify

Now modify the taunt frame by frame until your Superstar has the ability to humiliate any opponent in the ring!

Sample

View a few sample taunts that can be created.

Select Model

You can create a taunt for a created Superstar by selecting him here.

Create a Stable

Alter existing groups or split them up and create your own! After selecting NEW, choose a name for your stable and add the members. Select ENTRANCE to give them an entrance movie, move, and music. The new stable can be disbanded at any time by selecting BREAK UP.

THEATER

View the unlocked movies and THQ game trailers from the Theater. Use the Control Pad to highlight a movie, then press the ⊗ button to watch it.

OPTIONS

Rules 1

Rules 1 options allow you to change basic match options. Select an option with the directional buttons and press the ⊗ button. In the sub-menu, select the new setting and press the ⊗ button to customize the option.

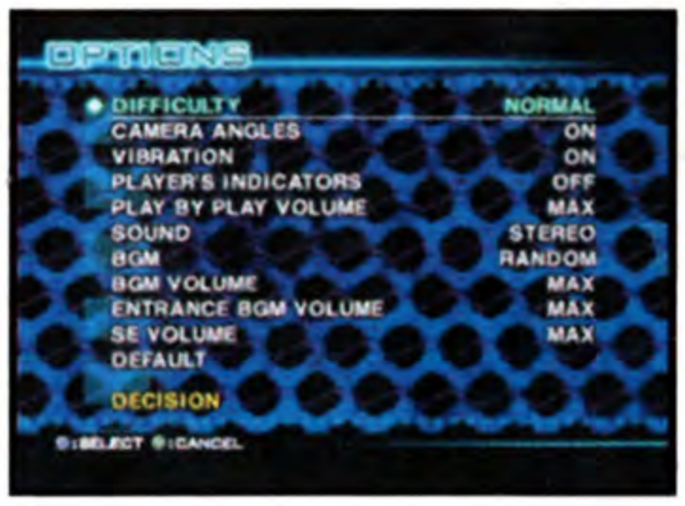
- **KO** – Win by a knock out!
- **Give Up** – Gain a victory by submission.
- **Rope Break** – Break a submission hold by reaching the ropes.
- **Ring Out** – Take the action outside the ring.
- **Ring Out Count** – Set a time limit for the out-of-ring action.
- **DQ** – Win or lose by a disqualification.
- **Entrances** – View each Superstar's entrance before a match.
- **Default** – Reset all the Rules 1 options to the default settings.

Rules 2

Rules 2 options give you more advanced, match specific options to customize.

- **Interference** – A heel can run down the ramp and interfere with the match.
- **Match Length** – Set a time limit for the match.
- **Charge Speed** – Your Finishing Move meter can charge faster or slower.
- **Arenas/Back Stages** – Choose an arena or backstage area to brawl in.
- **Mats** – Pick a mat to go inside the arena.
- **Default** – Reset all the Rules 2 options to the default settings.

OPTIONS CONT...



Change the game, difficulty, video, and audio settings in the Options Menu.

- **Difficulty** – Make the game easier, or more difficult.
- **Camera Angles** – Play with the more intense, TV-style camera setting, or choose OFF for a static camera angle.
- **Vibration** – Turn the vibration function ON/OFF.
- **Player's Indicators** – View different colored icons above each player.
- **Play By Play** – Choose to have the color commentary OFF, or decide how much the announcers will talk.
- **Sound** – Choose STEREO if you have two or more speakers.
- **BGM** – Select a specific song for the background music, or choose RANDOM.
- **BGM Volume** – Increase or decrease the background music volume.
- **Entrance BGM Volume** – Increase or decrease the music volume for each Superstar's entrance.
- **SE Volume** – Increase or decrease the sound effects volume.
- **Default** – Reset all the options to the default settings.

System Data

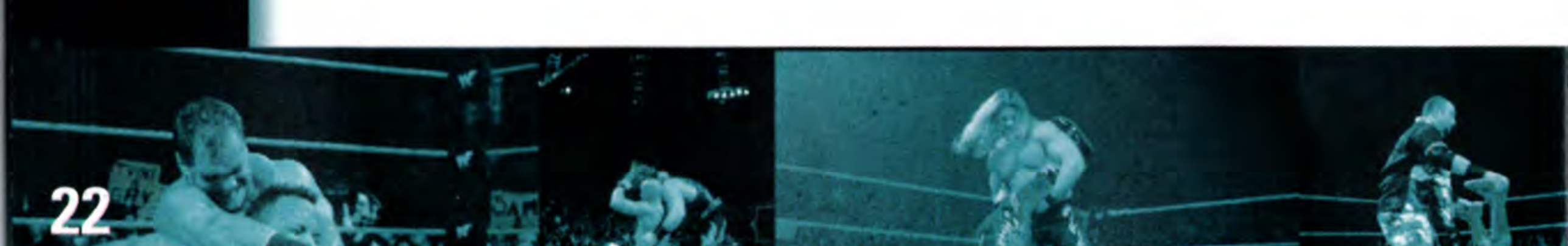
- **Save System Data** – Save your created taunts, stables, Superstars and options to a memory card.
- **Load System Data** – Load your system data from a memory card.
- **Copy a Created Superstar** – Copy your brightest up-and-coming Superstar from a memory card to the console.
- **Copy a Created Taunt** – Copy a favorite taunt from a memory card to the console.

Credit

View the game credits for **SmackDown!™ Just Bring It**.

Save & Exit

Save the current game to a memory card and return to the Main Menu.



SAVING & LOADING

Before turning on **SmackDown!™ Just Bring It**, insert a memory card into MEMORY CARD slot 1. The game will automatically load any saved game data. You can manually save and load the game data at any time from the Main Menu:

Saving

1. Select OPTIONS from the Main Menu.
2. Choose SAVE & EXIT and press the ⊗ button to save any updated information. You will automatically return to the Main Menu.

Loading

1. Select OPTIONS from the Main Menu.
2. Choose SYSTEM DATA from the Options Menu.
3. Select LOAD SYSTEM DATA and press the ⊗ button to load all of your previously saved information.

THQ Inc.

Product Development

V.P. of Product Development
Michael Rubinelli

Executive Producer
Jim Flaharty

Producer
Sanders Keel

Associate Producer
Tomomi Tuma

Assistant Producer
Cory Ledesma

Marketing

Vice President of Marketing
Peter Dille

Director of Creative Services
Howard Liebeskind

Group Marketing Manager
Craig Rechenmacher

Product Manager
Christopher E. Sturr

PR Manager
Wayne Teats

Associate Media Relations Manager
Kendall Boyd

Associate Creative Services Manager
Kirk Somdal

Marketing Coordinator
Devin Knudsen

Quality Assurance

Director of Q. A.
Jeremy S. Barnes

Lead Tester
Christopher Collazo

Senior Tester
Mike Korpi

Testers
Erick Hernandez
Mike Kafity
Jason Thompson
Christian Lee
Adam Bean
Scotty Cross
Shaun Denes
Marla Anyomi
Ray Suansing
Pannasan Sombuntham
Sergio Mimkos
John Kramer
Chris Surpik
Morgan Clark
Chad Makings
Jason Flowers

Special Thanks

Germaine Gioia
Brandy Carrillo
Steve Namm
Michelle Acousta
Doug Lebow
Fred Durst
Limp Bizkit
Jeff Antebi
Yoji Takenaka
Dan Forden
THQ.NET
Michael Cole
Tazz
Howard Finkel
Earl Hebner
Dave Hebner
Wayne Robins & Sonar Productions

KABUKI digital

Music Supervision by Kabuki Digital.
Fred Durst appears courtesy of Flip / Interscope.

"Rollin' (Air Raid Vehicle)"
Written and Performed by Limp Bizkit
© Flip / Geffen Records 2000
(P) Big Bizkit Music / Zomba (ASCAP)

Jakks Pacific, Inc.

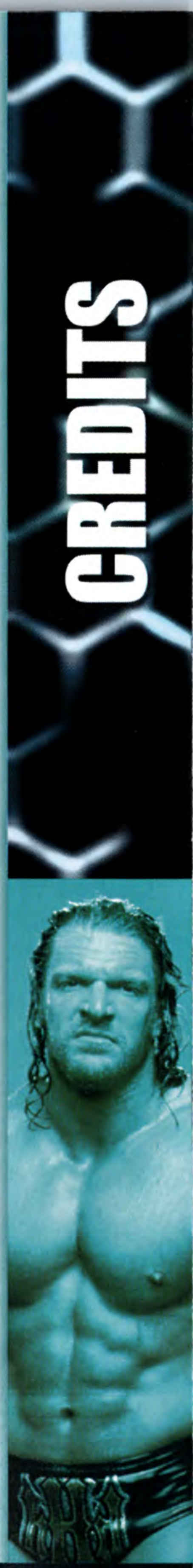
Director Jakks Interactive
Nelo Lucich

Project Manager
Hayley Wichmann

World Wrestling Entertainment, Inc.

Vice President of Retail Marketing
John Sohigian

Creative Licensing Manager
Derek Phillips



NOTES

MX Superfly™

FEATURING
Ricky Carmichael

IN STORES NOW

www.mxsuperfly.com

© 2002 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. THQ, the THQ logo and the MX Superfly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All Rights Reserved.

THQ
www.thq.com

EVERYONE
E
CONTENT RATED BY ESRB

Mild Lyrics

no compliments....

JUST TRASH!

World Wrestling Entertainment®

TRASH TALKIN' CHAMPS

Figures that talk back.

"Whatcha Gonna Do, Brother?"

JAKKS Pacific inc.

©2002 World Wrestling Entertainment, Inc. All Rights Reserved.
©2002 JAKKS Pacific®, Inc. All Rights Reserved.

LIMITED WARRANTY

Warranty and Service Information
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46002. Please use this code to identify your Product when contacting us.

Limited Warranty
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning
Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

SMACKDOWN!™

SHUT YOUR MOUTH

AVAILABLE NOW FOR PLAYSTATION®2

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

THQ®
www.thq.com

THQ Inc., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301
The names of all World Wrestling Entertainment™ televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2002 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2002 THQ/JAKKS Pacific LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. Developed by Yuke's Co., Ltd. Yuke's Co. and its logo are trademarks of Yuke's Co., Ltd. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.